First off, there's the **Angels of Death** special rule. This is an army-wide special rule for Space Marines that incorporates four key rules: **And They Shall Know No Fear**, **Bolter Discipline, Shock Assault,** and **Combat Doctrines**.

- **ATSKNF** (And They Shall Know No Fear) lets a unit ignore Combat Attrition modifiers, a change from the prior edition's rule that had Marines re-roll Morale checks.
- **Bolter Discipline** lets Marines rapid fire bolt weapons if they remain stationary or are Terminators or Bikers. This has been changed to specifically exempt CENTURION units.
- **Shock Assault** gives Marine units +1 Attack in any combat phase after they charge, are charged, or heroically intervene. This is unchanged.
- **Combat Doctrines** gives Marine armies army-wide boosts to their weapons' AP depending on the mode the army is in. The version in the 9th edition codex functions the same as it did in 8th edition after FAQs adjusted it to force you to change doctrines from Devastator to Tactical on turn 2, and Tactical to Assault on turn 4. The rule now specifically incorporates the new AGENT OF THE IMPERIUM keyword from Psychic Awakening, rather than you having to refer to those entries and work backwards to know including them without breaking doctrines was allowed.